

UNOFFICIAL GAMESPOT GAME GUIDE

SERIOUS SAM

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Introduction

If you really like first-person shooters, you're really going to like Serious Sam. It's nothing but a nice gory blood-fest. It's got everything a good first-person shooter needs: guns, monsters, secrets, and hidden levels. What's not to like? With 15 levels of monster-bashing fun, Serious Sam can keep even the most devout first-person shooter fan satisfied.

At this point, we'd normally go through the games story line to give you some context, but really, it's not necessary. Sam is on his way back in time to kick some serious butt, and that's about all you really need to know. Of course, the fate of the entire world rests on his shoulders, and he's the only one who can save us--but enough of that. On with the killing...

In this guide, you'll find all the info you need to lay down some serious Sammage and make it through the game:

Game basics--Here, you'll find some general info as well as some quick tips to help you out.

Enemies--Go here for a brief overview of the enemies you'll face, including tips for dropping them in their tracks.

Weapons--This section's all about making things go boom, or thud, or... ah, you get the idea. Look here to get the scoop on Sam's arsenal.

Walk-Through--A complete tour through all 15 levels, including the ultimate showdown with Ugh-Zan, the final boss!

Multiplayer Tactics--Frag your friends or virtual enemies with these proven tactics.





Chapter One--Game Basics

While it's true that Serious Sam is very much a reflex game, you can greatly increase your odds of success by reading the information in this section of the guide. First, you'll find some tips on the six skill levels in the game. Then, we've thrown in a few basic tactics and strategies that go beyond the obvious--staying alive!

Skill Levels

There are six skill modes in Serious Sam, but only the first five appear when you start a game. Which level you choose depends upon your experience with first-person shooters.

Tourist

Choose this level if you've never played a first-person shooter before. You'll face fewer monsters and find more health and ammo than in the other skill levels.

Easy

This level is good if you've played shooters in the past, but haven't played lately. A bit more challenging than easy mode, but still a step down from normal, you'll face more enemies and must look harder to find health and ammo.

Normal

If you're into first-person shooters, you should start in this mode or at least give it a shot before choosing the hard level. You'll face hordes of enemies, so consider this where the rubber meets the road--your shooter skills had better be up to par, or you'll be history.





Hard

Once you've completed the normal skill level, choose hard for an additional challenge. If you're already hard-core enough, you can start here, but given the higher number of enemies at this level, most players start on normal and graduate to hard.

Serious

This level is not for anyone but the best. This skill level has an unreal amount of enemies, making it nearly impossible to complete on your own. Bring along a friend for some co-op action, but be sure you make it through on hard mode first.

Mental

You can access the highest skill level by beating the game on serious mode. The number of enemies here is the same as in the normal mode, but enemies fade in and out of sight, making it tougher to spot them before they turn you into hamburger. This is one step below playing with your eyes closed--you've got to know the game well even to attempt this craziness.

Skill levels automatically adjust in online (co-op) games. Online games will have more enemies, which almost puts them in their own skill category. For instance, an online game on normal mode should fit between normal and hard skill levels in single-player mode. Look for more on online play in our multiplayer section.

How to Stay Alive

- **Hone your first-person shooter skills**--If you don't know how to move and shoot well while running backward and in circles, work on it. It's a skill set you must master if you plan to survive.
- **Run!**--You can't afford to walk anywhere, but you definitely must be ready to run if you come across too much trouble (and you will).
- **Watch out for traps**--Traps in Serious Sam come in many forms, but the most common are caches of ammo or health out in the open. There's no free ride here--get ready to be ambushed nearly every time you collect a pile of goodies.





- **Check your six**--Monsters have a nasty habit of showing up behind you, so be sure you watch your back as you fight.
- **Save often**--You can quick-save at any time, so be sure you do so after major battles or before a massive firefight.
- **Be thorough**--There are secrets, ammo, and health everywhere, so search the levels carefully before heading for the exit.
- **Slow down**--You'll have no chance if you try to run through the levels as full speed. Take a good look around, especially if it seems deserted, and map out your quickest route to the nearest exit in all areas.
- **Play it smart**--Don't waste anything. You'll need the bigger guns (and ammo) for tougher foes, so don't waste it on the little guys. Likewise, don't pick up health you don't need badly--of course, you'll nearly always need it badly.
- **Listen up**--You'll usually hear enemies coming before you see them, so play with headphones to get a better feel for where they are coming from.
- **Use enemy fire**--In massive firefights, use enemies against one another by leading their fire into others. It's usually your only hope of getting out of there alive.





Chapter Two--Weapons, Armor, and Items

This is where the game excels and we're going to put you right in the frontline. Prepare to gain all types of knowledge as to what each weapon, armor, and item does and where they're best utilized.

Weapons

Sam has an impressive arsenal at his disposal.

Military Knife

Ammo: N/A

Rate of fire: N/A

It's better than nothing, but still not much. Though powerful, with the enemies you'll face in Serious Sam, the knife's limited range isn't going to do you much good.

Shofield .45 w/TMAR

Ammo: .45 Colt

Rate of fire: Single-action, manual reloading

Not much better than the knife, but it doesn't use ammunition. Early in the game, the Colt can keep you alive, but try to upgrade quickly. Keep your eyes open for a second gun, and you can fire two at a time, making the gun much more effective.

12-Gauge Pump-Action Shotgun

Ammo: 12-gauge shells (10 per pack)

Rate of fire: One shell, pump reloading





The 12-gauge can pack a punch at close range, but reloading is slow and can cost you some health. Don't waste shells on an enemy at a distance. Dodge attacks until you can deliver an up close and personal response.

Double Barrel Coach Gun

Ammo: 12-gauge shells (10 per pack)

Rate of fire: Two shells, manual reloading

You'll have twice the fun with the double barrel shotgun. You can take down much tougher enemies with this weapon. It's very effective against kleeer skeletons, virtually cutting them in half. The reload is very slow, though, so don't bother with the gun against large packs of enemies.

XM214-A Minigun

Ammo: 5.56mm bullets (50 per box)

Rate of fire: 1,200 rounds per minute

Sweet! Though there is a slight lag before firing the first round, you'll be impressed with the multitudes this 214 can polish off. The 214 has an impressive spray of ammo that can wipe out an advancing line of almost any enemy in the game. It burns through lots of ammunition in a short time, so you'll waste a lot of it. If you must conserve ammunition, you should pick a different weapon.

M1-A2 Thompson Submachine Gun

Ammo: 5.56mm bullets (50 per box)

Rate of fire: 600 rounds per minute

It may not fire as many rounds as the 214, but the M1 is nothing to sneeze at, save any fast-rate weapon, when you're face to face with multiple enemies.

XPML21 Rocket Launcher

Ammo: 150mm inferno missile (five per pack)

Rate of fire: 85 missiles per minute

Nothing sends a message of death quite like a rocket launcher. Save these bad boys for those long-distance messages to enemies on rooftops or for





those really nasty enemies at medium and long range. Don't fire this weapon close range. It can cause some heavy backfire damage, so keep yourself at a distance from your target.

MKIII Grenade Launcher

Ammo: 40mm high-explosive rounds (five per pack)

Rate of fire: Variable

Another long-range weapon, the grenade launcher is good for advancing hordes, but keep in mind there will be a delay between firing and explosion, so time your firing appropriately. The grenades will explode upon impact with an enemy, but don't count on hitting a target every time. You don't want to waste grenades to pick out individual enemies. Lob grenades at advancing enemies while distancing yourself from the mob. Charge the weapon before firing to launch the grenades further.

XL2 Lasergun

Ammo: X7 power cells (50 units per pack)

Rate of fire: 600 rounds per minute

I just love the splat the lasergun causes when it hits an enemy. Save this weapon for the more serious threats in the game. The ammo cells aren't easy to find, and the 600 rounds per minute means you'll be using up that ammo pretty quickly. The lasergun can take down just about any enemy in the game, but don't waste it on lesser threats.

SBC Cannon

Ammo: HP uranium-filled cannonballs (four per pack)

Rate of fire: Variable

Not a weapon for the mundane klee skeletons, save the SBC cannon for only the largest and most powerful enemies in the game. The lava golems are worthwhile recipients of the cannonballs. The giant cannonballs plow through groups of enemies and explode when they come to a rest.





Armor

Now let's move on to the armor. The weapons might be nice and fruitful, but this is what's going to save your hide in the long run.

Shards

Armor points: 1

Though individually these won't offer much protection, some is better than none. That, and the fact that you can generally find these shards in a row, several will offer some measure of protection. In addition, the shards are can increase your maximum armor points. These are often no more than triggers for traps, so think before you touch them.

Exoskeleton

Armor points: 25

Your first real armor, the exoskeleton offers some measure of protection.

Vest

Armor points: 50

More protection than the exoskeleton, these green vests will offer 50 points of protection up to the maximum.

Heavy Plating

Armor points: 100

Twice the protection of the vest, the heavy plating is difficult to find, but well worth the search.

Heavy Armor Suit

Armor points: 200

This is protection at its finest. Nothing feels better than a complete suit of armor when facing off against the evils in Serious Sam. Offering 200 points of protection, the heavy armor suit is a must for the later levels.





Items

The items help you regain lost life and generally help boost up your health power.

Pill

You'll generally find these little yellow pills in rows within a level. Each pill adds 1 point of health above and beyond the maximum.

Small Health

Vials of potion easily seen from a distance because of their purple glow, the small health vials increase health by 10 points up to the maximum.

Medium Health

These green bottles will increase your health by 25 points up to the maximum.

Large Health

You won't see them often, but grab them when you do. The large health kits increase your health by 50 points up to the maximum.

Serious Health

Generally found by accessing a secret area, these super health hearts add an instant 100 points to your health.

Power-Ups

The power-ups show up throughout the game as backpacks, and they contain weapon and ammo upgrades.

Backpack

Offering different types of ammo, the backpack provides ammo for several different weapons.





Serious Pack

There aren't many serious packs scattered across the levels, but these helpful aids will power up your weapons to the max.





Chapter Three--The Enemies

Prepare for the most heinous and largest number of enemies you've ever seen in a game. Don't be surprised when you have about over a dozen enemies coming at you at once.

Beheaded Rocketeer

Size: 6 feet

Weapons: Magic-missile launcher

Reward: 200 FC

Threat: None

They may appear threatening, but the beheaded rocketeer is easy to destroy with most any weapon in your arsenal. Sidestep their attacks and let them have it with a quick counterpunch.

Beheaded Firecracker

Size: 6 feet

Weapons: Magic-missile launcher

Reward: 200 FC

Threat: None

Another easy target is the beheaded firecracker. Any of your weapons will destroy this enemy. You can hop their attacks or just stand between their streaking shots.

Male Gnarr

Size: 4 feet

Weapons: Bites, punches

Reward: 500 FC





Threat: Very low

Smaller than their significant counterpart, the male gnarr is also slightly slower and not as vicious as the female. They only strike at close range, so mow them down as they approach.

Marsh-Hopper from Rigil Kentaurus

Size: 3 feet

Weapons: Toxic slime splash

Reward: 500 FC

Threat: Very low

These hoppers can be difficult to set your sites on. You'll rarely encounter it alone, and though the damage it can inflict may be minor, packs of these hoppers shouldn't be underestimated. Use your submachine gun or minigun to lay waste to these toadies.

Beheaded Bomber

Size: 6 feet

Weapons: Hand grenades

Reward: 500 FC

Threat: Low

The range of the beheaded bomber's grenade is fairly extensive, though easily avoided. Fairly easy to destroy, most weapons are effective against this enemy.

Female Gnarr

Size: 5 feet

Weapons: Bites, punches

Reward: 1,000 FC

Threat: Low





Standing against a female gnarr one-on-one shouldn't pose much of a threat, but watch out for attacking packs. A lone female gnarr may be manageable, but a group is trouble. Pretty much any weapon is effective against this enemy, but the double-barreled shotgun will drop her in a hurry.

Scythian Witch-Harpy

Size: 5 feet standing

Weapons: Magic projectiles, claws

Reward: 1,000 FC

Threat: Low

Attacking from the skies, the scythian witch-harpy can hurl projectiles from the air and inflict damage from their sharp claws. Use long-range weapons (minigun, lasergun) against this enemy while it's airborne, then finish off any remaining harpies on the ground.

Aludran Reptiloid, Common

Size: 15 feet

Weapons: Magic homing missiles

Reward: 5,000 FC

Threat: Medium

These nasty reptiles pop in out of nowhere and begin tossing slimy green fireballs that can track you down. Use your big guns to pick their fireballs out of the air while laying waste to them. If you're fighting them one-on-one, you can even get away with using your pistols.

Bio-Mechanoid, Minor

Size: 15 feet standing

Weapons: Pulse lasers

Reward: 2,500 FC

Threat: Medium





The small version of the bio-mechanoid may be a lesser threat than its larger counterpart, but it shouldn't be taken lightly. Its lasers can be tricky to dodge and can quickly deplete your health. Eliminate these bio-mechanoids quickly with a single well-aimed rocket or grenade.

Kleer Skeleton

Size: 9 feet

Weapons: Two-ball projectiles, claws, horns

Reward: 1,000 FC

Threat: Medium

Not only is the kleer skeleton's melee attack a serious threat, the two-ball projectiles launched by this enemy are just as damaging. Dodge the projectiles before firing on this enemy. In a pack, use your heavy guns to blast it back--a high rate of fire or the power of your shotguns will do the trick. Against smaller groups, use your shotguns to quickly take them down as they leap at you.

Reeban Electro-Fish

Size: 11 feet in length

Weapons: Electric discharges

Reward: 500 FC

Threat: Medium

Your weapons will work under water and most are effective against the reeban electro-fish. You can usually pick them off from dry ground if you check out the water before diving in. They have a habit of silently sneaking up on you, even when you're not in the water.

Sirian Werebull

Size: 9 feet

Weapons: Horn

Reward: 2,000 FC

Threat: Medium





Though the sirian werebulls typically don't travel in large packs, it doesn't take many to cause a substantial amount of damage. But they will knock you around enough to completely disorient you. Use long-range weapons to take them out long before they hit you. Just keep strafing when fighting them, so you sidestep their charges just like a bullfight. Surprisingly, the knife can be very effective against small packs of werebulls.

Adult Arachnoid

Size: 20-25 feet

Weapons: Chaingun, tail sting

Reward: 5,000 FC

Threat: High

These ruby-red powerhouses appear in the most inconvenient spots. When you hear the sound of their bullets pinging around you, search high and low to find the offender. A few rocket blasts will take them out. Use the surrounding terrain for cover and counterattack them.

Aludran Reptiloid, Highlander

Size: 45 feet

Weapons: Magic homing missiles

Reward: 25,000 FC

Threat: High

It's going to take several hits to take out this enemy. Use your long-range weapons against this highlander while strafing to avoid its assaults. The minigun and submachine gun are great for picking off its projectiles while filling the offending beast with lead.

Beheaded Kamikaze

Size: 6 feet

Weapons: Hand grenades

Reward: 2,500 FC





Threat: High

The beheaded kamikaze has only one mission--to destroy you! You can pick off these assassins from a distance, as you can hear them coming from a long way off. Don't get rattled by their banshee scream and pick them off long before they reach you. Be very careful when they attack in packs.

Bio-Mechanoid, Major

Size: 30 feet standing

Weapons: Rocket launchers

Reward: 7,500 FC

Threat: High

These giant mechanical menaces fire rockets from their arms. Don't stop moving and keep your distance from them while pelting them with your own rockets--it will take five to bring them down.

Juvenile Arachnoid

Size: 10 feet

Weapons: Chaingun, tail sting

Reward: 1,000 FC

Threat: High

These smaller versions of the arachnoid can be just as annoying as their big brothers. Look for them to appear just about anywhere. Use rockets or any other big gun against them, while ducking in and out of cover.

Lava Golem

Size: 10-100 feet

Weapons: Fireballs

Reward: 500 to 50,000 FC

Threat: Low to extreme





You'd better have your armor at maximum when facing off against this creature. Lobbing large fireballs and causing devastating damage as well as creating smaller offspring, the lava golem will keep even the most dedicated hero on his toes. Save your heaviest ammo for the lava golem and keep firing as much as you can while avoiding the expelled fireballs. The lava golem's smaller offspring can be taken out easily with your smaller weapons, but rockets and grenades work best.





Chapter Four--Walk-Through

This is one tough game, and although the puzzles aren't that tough there are a lot of situations that you're going to need instant answers. This walk-through should help you focus on your firepower instead of second-guessing your next destination.

Level 1--Hatshepsut Temple

Number of secrets: 7

Secret #1

From the start, turn to the right. Within one of the small areas within the wall, you will see a faint blue light. Jump up into the recess to find a second pistol and your first secret.

Unless you explore a lot, you shouldn't meet up with too much enemy resistance. There are a few beheaded rocketeers that will appear, but you can easily blast past them.

Secret #2

Head up the ramp, blasting rocketeers on your way. At the top of the ramp, jump up onto the railing on the right. When you reach the far right side, jump over onto the roof of the building where you found the secret pistol. Turn to the left, and you'll find a rocket launcher.

Secret #3

Now, all you need are rockets for the rocket launcher. Return to the ramp, but this time, head to the left, jumping up onto the railing and the subsequent rooftop to get some rockets.

Secrets #4 and #5

Instead of heading up the ramp toward the temple, head down the ramp. You'll see two doors on either side of the ramp. The door on the left will open





when you near it and several Croteam members will emerge. Once you're past the fans, head down into the room to pick up some rockets. You must blast down the other door with a rocket. Again, several Croteam members must be mowed down before you can grab the rockets and armor within the room.

Secret #6

Head down the ramp and out into the desert. Use the rockets against the bio-mechanoids you'll encounter. There's an oasis out in the desert with super health and rockets. If you're really into pain, go for it. But it's more likely that you'll use up the rockets you'll get on the bio-mechanoids, making the trip fruitless.

Secret #7

The last secret for this area is up the ramp behind the temple. At the top of the ramp, go right, following the perimeter of the temple to the back. When you reach the wall, walk into it, and it will drop, revealing a shotgun.

Now that you've gathered all the secrets, it's time to head into the temple. You can either enter the temple from below or at the top of the ramp. By now, you've probably wiped out all the enemies in the area, so either way will work.

As you near the door of the temple, be prepared for a male gnarr to attack. Collect the armor shards along the wall and find the large health in the water before going through the next door.

As soon as you grab the shotgun, several enemies will spawn. Wipe them out and gather the goodies around the room before heading to the exit and the end of this level.

Level 2--Sand Canyon

Number of secrets: 6

Now that you've had a taste of what's to come, it's time to spice things up a bit. Grab the ammo and head to the sand. As soon as your feet hit the sandy surface, you'll hear your first threat on this level. A swarm of beheaded





kamikaze's will attack. Return to the entry hall and pick them off with the shotgun.



Venture back out onto the sand and wipe out the enemies as you head to the next building.

Secret #1

Jump up onto the hill to the right of the second building. Push against the building, and you'll open a secret area with ammo and armor inside as well as a couple of harpies.

Secret #2

From the first secret, jump up over the hill, and you'll discover a secret valley. Grab the ammo and blast the enemies, then return to the building.





Once in the building, you can take the ramp down on the right to pick up a small amount of health and some ammo, but there are a couple of kleeer skeletons down there also. Head back up the ramp and go through the scarab door.

Watch out for the rocketeers as you make your way around the hall. If you decide to go for the ammo and armor, stay close to the wall or be crushed by the boulder that comes crashing down. Return to the hall and battle your way around.

Secret #3

After blasting the kamikazes and rocketeers, swarms of hoppers will attack. After clearing the area, from the entrance, push on the right wall to get a tommygun and ammo.





In the next room, put that tommygun to good use and blast the gnarrs, rocketeers and kleeer skeletons within. Clear this lower area and head up the ramp.

Secret #4

Before going up the ramp, return to the entrance door and head right into the small alcove. A jump pad is within this alcove. Use it to reach the heavy plated armor in the air above the entrance door.

Secret #5

In the same room as secret #4, go through the hole in the wall and crawl under the ramp to grab the health.

Continue through the halls to the exit.

The hills are crawling with rocketeers and gnarrs, so keep your pump-action ready and blast them from your path as you make your way to the third and final building.



**Secret #6**

When you reach the third building, you'll notice a health pill on top of the roof. Climb the hill to the left of the building, staying close to the wall, then jump onto the roof. As soon as you grab the pills, gnarrs will appear, so be prepared.

After grabbing the last secret, go into the third building. More gnarrs will try to stop your progress, but your shotgun should clear your path to the exit and the first element.

Level 3--Tomb of Ramses

Number of secrets: 8

Clear the path of enemies as you travel up the ramp to the large room. There are goodies on either side of the main stairway to collect, but there are also enemies that you must battle to get them all.

Secret #1

Take the stairs on the right up and follow the path around to the edge. Jump across the gap to reach the ledge on the other side. Grab the ammo and armor before dropping back down.

Back on the main path, take the stairs up and fight your way past rocketeers and gnarrs to reach the next large room. Keep your eyes open and be prepared for enemies in front and behind as you work your way forward.

Secret #2

In the next large room, climb up the short expanse of stairs and jump onto the torch in the corner. Follow the ledge around to the super health.

Secret #3

Return to the corner torch and hop back onto the ledge. Turn left into the passage that leads to a hallway. Drop down into the hallway.





As you head to the next large room, a wall will drop, trapping you in the hall with male gnarrs and a juvenile arachnoid. Wipe them out and continue back down the hall.

When you reach the large room with the eye of Ra on the wall, you will see two sets of stairs. Take the stairs on the left to reach the next secret.



Secret #4

From the stairs, turn left. Follow the ledge around to the right. You'll see a rocket launcher straight ahead. At the end of the ledge and to the right is a secret teleporter. You can identify it by the lights. Take a leap of faith into the lights, and you'll be transported to the rocket launcher.

Secret #5

Arriving at the rocket launcher via the secret teleporter is the next secret.





Drop down from the ledge with the rocket launcher and return to the stairs and head to the next room.



This next room is very large and can seem imposing, but it really isn't. All paths will lead up to the second level and the exit. But first, you must explore a lot to get the rest of the secrets.

There are plenty of rocketeers and gnarrrs plus an occasional arachnoid to keep you busy, but your double-barrel shotgun should take care of anything that crosses your path.

Across from the exit door above, you'll see a ledge that goes out to the center of the room. To the left is another ledge you can drop down to. Drop down to the ledge and walk to the end.



**Secret #6**

At the end of the ledge is a super health.

Return to the stairs and the door leading to the next room. Blast through the rocketeers as you make your way up the stairs. There's an arachnoid on the ledge behind you as you climb the stairs. Clear the path of rocketeers before heading further up the stairs, then turn and take out the arachnoid.

When you reach the blue armor, be prepared for enemies to spawn.

Secret #7

After grabbing the blue armor, go up the stairs. Hang against the right wall, and you'll find a passage that will take you to a room with lots of ammo.



**Secret #8**

Go through the door from the secret room to the ledge. Follow the ledge around to the left, and you'll reach the red armor. Drop down to the stairs and work your way back through the room to the door leading to the final room of this level.

There are a lot of pillars around this room to use for cover, and you'll need plenty of it. Between the rocketeers, kleeer skeletons, hoppers, and kamikaze enemies, you'll keep your shotguns hot. Save any rockets you have until the end when an adult arachnoid appears near the stairway to the exit. Follow the ramp up, and Sam will collect the second element.

Level 4--Valley of the Kings

Number of secrets: 4

Secret #1

This secret is continual, as you must blast all the statues you find on this level.

Grab all the ammo you can carry before venturing outside. There are plenty of enemies out there that will take every last one of your bullets. Use the shotguns for the rocketeers and kamikazes. As you get closer to the building, watch out for a werebull and several bio-mechs to attack. There's even a stronger red bio-mech near the stairs; then, a wave of hoppers will swarm.

As you approach the stairs, a new enemy will appear. Say hello to the aludran reptiloid. Though its threat is in the medium range, it doesn't feel like it when you first encounter him. His long-range missiles can cause some serious hurt, so do your best strafing while planting a few missiles of your own into him. There's a rocket launcher and plenty of rockets behind the statue, so grab them if you need them and clear the decks of this reptiloid. Then, enter the building.

You're going to need some long-range rockets to take out the enemies you'll encounter in the ankh room. Push the switches in the two rooms on either side of the ankh key to lower the key. Watch out for the arachnoids and reptiloid that appear. Grab the ankh key and exit this room.





The door at the end of the ledge will unlock once you pick up the ankh key. Be prepared for another arachnoid as soon as you go through. It may look dead, but it's not. Blast it dead, then move on.

Keep your eyes open for rocketeers hiding out in the dark alcoves along the torch-lit hall. Don't forget to look behind you occasionally for a random rocketeer to spawn. Gnarrs and kleeer skeletons will attack as you near the stairway close to the end of the hall. Don't be caught off guard.

In the next area, pick off the rocketeers and hoppers as you make your way through to the next room. Grab the ammo as you make your way to the row of health pills along a ramp. There are a lot of rooms off the center area that hold ammo and health, but there are also a lot of enemies. Once you've reached the large room at the bottom of the ramp, take the next ramp up. The floor is like ice and there are several enemies there to pick off. Once you do, grab the papyrus in the corner and return to the previous room.

At the bottom of the next ramp, look to the right and enter the next room. Within this room, you'll see that the back wall looks blackened. Walk through the blackness, and you'll uncover a room of darkness with ammo inside. Push the switch on the wall to lower the large walls to the side. Watch out for attacking kleeer skeletons as you start to return to the previous room.

Go back past the super health in the next room and through the door. Follow the hall around to the super health in the enclosure. When you grab it, the entrance will close, and you'll be trapped inside. Rocketeers will be the first wave of enemies, followed by kleeer skeletons. Soon the walls will open, and you can find some shelter against the onslaught of attacking arachnoids. Once the area has been cleared, head to the door.

Go into the pillar room to the left and push the button at the bottom of the ledge, raising spikes in another room. Return to the previous room and cross to the other side. Press the button on the wall and enter the door on the right with the blue light emitting from it. Get the stone ankh from the water and the ammo clips in the alcoves around the room. Return to the previous room. Now, you can exit through the door to the next area.

Grab the tommygun and get ready for the wave of hoppers. A kamikaze will show up as well as a couple of kleeer skeletons. Once you've emptied the





room, go through the door in the corner. A klee skeleton is on the other side of that door, so watch out for it. Follow the hall around to the ledge.



Secret #2

Travel along the ledge to the right. You'll see a jump pad in the corner. Get on the jump pad, and it will propel you to some blue armor high above the chamber. Back up onto the jump pad, so you can aim yourself to grab the armor.

Go back through the door and follow the ramp up. When you reach the top, Sam will take over and pick up the element. When you regain control of Sam, blast the last two statues in the room, and the first secret will enact. A secret pendulum will drop in the next room.





Go into the next room with the suspension bridge. Don't try to cross the bridge, or it will collapse, and you'll end this level.

Secret #3

If you shot all the statues on the level, there will be a wooden platform near the bridge. If you didn't shoot all the statues, you can still lower the platform by walking along the ledge and shooting the platform, causing it to drop. Ride the platform over to the secret cave.

Secret #4

Enter the cave to find a secret place.

Level 5--Moon Mountains (Secret Level)

Number of secrets: 7

The islands at the start are basically small arenas separated by short bridges. As you step onto each island, a horde of monster will be unleashed. Fight it while carefully strafing around the island's perimeter being cautious of the edge. Look for additional enemies to appear in the distance, but these should take a lower priority than those directly next to you should. You'll find loads of ammunition on the bridges between the islands, so ammo shouldn't be a concern. Each bridge is destroyed after you, so there's no backtracking.

Secret #1

Pick up the ammunition crate on the side of the fourth island, and some red armor will be catapulted onto the center of the island. Don't miss out on this secret. It could mean the difference between life and death.

Secret #2

Hop across the gap between the next to last island and the waterfall. It's best to use the rocket launcher to give yourself a little extra boost. This secret lets you skip several tough battles as long as you don't backtrack.

After crossing the final island, hop down to the ledge below and enter the tunnel leading behind the waterfall. Prepare to be ambushed by a pack of gnaar (one from the front and one from the back), then watch for a bio-mech and a horde of kler skeletons as you pass behind the waterfall.



**Secret #3**

Walk along the edge of the waterfall behind the rocks to find a precariously placed health power-up.

Continue through the passage, and you'll find a circular waterfall. Fully explore the top ledge before hopping down to the lower portion. Keep your guard up, as there are lots of enemies above and below. Your goal is to reach the small cave on the opposite side of the lower ring.

Secret #4

Before hoping into the pit inside the small cave, walk around the pit's edge and touch the back wall. This reveals a very dark cave containing power-ups and kamikazes.

Hop down the pit, and you'll land in a watery cave. There are loads of power-ups under the water, but grabbing them will trigger a swarm of aquatic enemies. When you're ready, head through the large door along the side.

Secret #5

Before exiting the room, search above the waterline to the left of the door to find a secret nook containing a health power-up.

As you enter the next room, the corridor behind you will be blocked and a highlander reptiloid attacks from the opposite side. Light it up with rockets. A quick kill is essential, as the beast grows faster as its health drops. When the area is cleared, grab the armor shard ahead to trigger several additional enemies, including a werebull. Watch out for this beast, as it can knock you off the edge.

Secret #6

Blast the stone blocking the corridor you came from with a rocket. Opening the passage nets you a secret.

Secret #7

Enter the corridor, and you'll find a translucent bubble that transports you back to the previous room. It isn't much, but it's still a secret.

Head into the hall on the opposite side of the room to reach the level's end.





Level 6--Oasis

Number of secrets: 6

Secret #1

Before nearing the building, go behind the waterfall to pick up some ammo and armor.



This idyllic looking area is anything but as you near the temple. Red bio-mechs, kler skeletons, kamikaze rocketeers, and harpies will do everything in their power to stop you. More kler skeletons are near the entrance to the temple, so save a few rounds for them.





In the first room, pick up the grenade launcher and be prepared to use it against the red bio-mech that appears. As soon as it's out of your way, a swarm of kleeer skeletons attack, so be sure to pick up the ammo around the room.

Secret #2

After destroying all the enemies, blast the statue and gather the power-ups. This will trigger the sound-attack secret.

Enter the door on the left. Defeat the enemies and pick up the armor shard. This will trigger another secret.

Secret #3

Return to the previous room and jump up onto the platform previously occupied by the statue. A jump pad will now be here, triggered by picking up the armor shard.

Secret #4

Use the jump pad to reach the minigun on the ledge high above the doorway.

Exit this room through the door to the right of the ledge. Follow the pathway down to the next door. Pick up the backpack, and a swarm of hoppers will attack. Have your tommygun or minigun ready for the assault and blast the hoppers as quickly as you can. More ammo will drop about halfway through, so you can reload.

Secret #5

As you near the exit door, blast the left wall (second from the end) to reveal a room with ammo and armor. But don't pick up the items yet. Instead, step in and back out of this secret area.

Secret #6

The secret here is a trap. More hoppers will appear, and an arachnoid will appear. That's the secret. Once they're gone, pick up the ammo and health and head for the door.

Exit the room and head down the hall. Pick up the ammo and blast the arachnoids and bio-mechs from your path as you head to the exit. Just when





you think the coast is clear, it isn't. More hoppers rain down to get one more chance at you. Destroy the hoppers, blue armor will fall, and the door will unlock, letting you exit to the next room and the final element.

Level 7--Dunes

Number of secrets: 6

Memphis is well protected from your assault, and the bio-mechs in front of you are just the beginning of a long and difficult battle. Eliminate the distant enemies, then watch out for a swarm of werebulls and bio-mechs. When they're gone, you'll face a horde of beheaded kamikazes. Spin in a circle in the center and let the bullets fly.

Secret #1

As you leave the first area, head off to the right, and you'll find a health power-up. When you near it, several ammunition power-ups will appear. Kleer skeletons will also swarm you.

Secret #2

Continue to the right of the town gate, and you'll find an oasis containing red armor and a serious health power-up. Grabbing the items will unleash a flock of harpies, so keep your eyes toward the sky.

Secret #3

Search to the left, and you'll find another health power-up sitting in the open. It also sprouts ammunition power-ups and kleer skeletons when approached.

Secret #4

To the left of the town gate, you'll find a single palm tree. Blast the tree to reveal a hidden stash. This also triggers the appearance of more enemies.

Once you've found the four secrets in the area, head back to the center of the area and grab the power-ups. This will trigger three intense waves of enemies. After each wave, more power-ups will appear. Trigger the next wave by collecting the new power-ups. Beware of the second wave. The enemies will appear over the hill behind you.





With the three waves cleared, you can enter the city gates. Take a moment to search the area for secrets before grabbing the power-ups inside the gate.

Secret #5

Check the raised platform to the left. On it are a couple of sweet power-ups, but you must perform a rocket jump to reach them.

Secret #6

On the right side of the area is another platform. Destroy the base to reveal a serious health power-up that you'll need soon enough.

When you're ready, grab the power-ups to unleash the next phase of the enemy assault. There are two more waves of enemies to deal with before the city gates will open. Collect the power-ups as you need them and don't forget about the hidden serious health power-up in the right corner. Once you've finished off the remaining enemy troops, the final set of gates will open, letting you exit the level.

Level 8--Suburbs

Number of secrets: 7

The area is littered with small buildings that provide cover for both you and your enemies. Your best strategy for this area is to haul butt to the exit on the opposite side. You don't have to defeat your enemies to unlock the door. There are two secrets to find, which you may want to get, or you may choose to pass up.

Secret #1

Stick to the left side of the area. At about the middle, you'll find a secret hall tucked behind one of the buildings. Back into the area to avoid getting trapped or ambushed from behind.





Secret #2

In the far-left corner, you'll find a palm tree blocking a small, enclosed area. Blast the palm tree to gain access to a health power-up.

The chamber between the two sections of this level will provide you with enough ammunition and armor to blow through the second portion. Again, you want to move quickly through this area. Don't fight unless you must.

Secret #3

Stick to the right side of the area, and you'll find a hidden alcove behind a building along the wall. Upon entering the alcove, you'll be blocked in by a wall. Several bio-mechs will appear above you. Be ready with your best gun. Rockets are dangerous in this confined space.



**Secret #4**

Check behind the pillar to the right of the door at the back. This unleashes the secret yodeller attack and a couple of tough enemies.

Secret #5

Pass around the door and check behind the pillar on the left side to find a hidden health power-up.

Secret #6

Travel along the right wall, and you'll find a small, hidden hallway behind one of the buildings. This is similar to the first secret.

As you explore the various secrets in this area, check the door at the back. After analyzing it, you'll learn you must find an alternate route out of the area.





Search along the left and right sides to find two switches on small blocks. Tossing the switches opens the sewer near the back gate. Hop in the sewers to advance to the next level.

Secret #7

As you leap into the sewers, press against the wall opposite the locked gate. If you do it just right, you'll land in a hidden room. You only get one shot at this.

Level 9--Sewers

Number of secrets: 5

Secret #1

Instead of climbing out of the water, swim down, and you'll find a corridor that will lead you to super health and ammo. There is also reeban electro-fish swimming around down there, so be prepared. When you emerge from the water, you'll be in the second room of the temple.

Clear the area of bio-mechs, arachnoids, and gnarrrs and make your way to the steps. Pick up all the health and ammo around the ledges. Before taking the steps up, jump back into the water and hit the switch on one of the pillars. This will unlock the door at the top of the stairs.

Secret #2

There's armor at the bottom of the pillar with the switch. You must swim fast to make it down there and back before using up all your air.

Secret #3

As you make your way to the door, jump over to the beams and follow them around to another set of armor.

In the next room, take the stairs down and follow the water around. You'll be met with a lot of resistance on your way. Use the pillars for cover until you reach the next two sets of stairs. Clear your path of the arachnoids and move forward. An aludran reptiloid will appear past the arachnoids. Be ready for the final secret of this level as soon as it's destroyed.



**Secret #4**

Go back to the water and follow it around. You'll find a pit that will lead you to another serious health and some ammo.

Secret #5

As soon as you've wiped out the reptiloid at the end of the hall, the wall behind him will drop, revealing a heavy armor suit. That wall moves fast, so get it before the wall goes back up. There's also armor at the bottom of the stairs under water.

Follow the watery path to the exit and the end of this level. Move fast, or you'll run out of air.

Level 10--Metropolis

Number of secrets: 1

There are plenty of rocketeers to eliminate on both the lower and upper levels when you first enter Metropolis. After climbing the ramp, use your tommygun or mini chaingun to wipe out another wave of rocketeers. There are two reptiloids occupying lofty places in the background. You can reach them easily with your rockets.

As you round the first building, kleeer skeletons, bio-mechs, and a bio-mechanoid major will attack. Keep your distance as you wipe them out as well as the advancing gnarrs. Near the end of the third attack wave, harpies will begin to attack. Again, put distance between you and the advancing enemy to give yourself plenty of operating room.

Things don't slow down when you enter the city. More rocketeers, harpies, kleeer skeletons, and bio-mechs will have you playing hide and seek around the palm trees. Two more reptiloids are atop the statues near the exit doors. Eliminate them before attempting to reach the doors.

The second part of the city is dangerous as well, but at least you have a few buildings to hide amongst while picking off the enemies. There are four gold scarab beetles hidden about this part of the city. You must find them all to reach the next area.





There are plenty of rocketeers, kamikazes, kleeer skeletons, and bio-mechs in the city to keep you on your toes. Watch your ammo and don't get caught with an empty clip.

Once you've picked up all the golden scarabs, head for the exit doors in the back of the city. More rocketeers, bio-mechs, and a nasty adult arachnoid must be cleared out before you can near the door. Use your rockets to keep your distance from the arachnoid. Keep pushing and fighting your way to the exit. More ammo waits on the other side of the door.

This next area looks like an updated version of the gunfight at the OK Corral. Before heading down the street, wipe out the few resistance rocketeers that greet you when you go down the steps, then go back up to the landing to reach the only secret on this level.



**Secret #1**

Face the entrance doors and blow the left wall, facing the street, with a rocket. Inside this secret area will be a cannon and cannonballs.

Start down the street, taking full advantage of the few nooks available between the buildings. Pick off the enemies as you advance. Don't forget to look at the rooftops for enemy fire. Things are only going to get tougher as you move up the street. Bio-mechs, klee skeletons, arachnoids, and reptiloids are all out for a piece of you. Conserve your ammo, or they may get it. Take your time and lure the klee skeletons back, staying out of the reptiloids fireballs blasts and clear them out. When you're not contending with a large group of enemies, you can move forward, picking off the reptiloids and arachnoids from a distance with the rocket launcher.

When you reach the spiked pit, wave after wave of oncoming enemies will try your patience and your ammo stash, but this is only the beginning. Once the weaklings are out of the way, you'll begin to hear the hoofbeats of an oncoming herd of werebulls. Pick off as many as you can with the rocket launcher. Only the first werebull will fall into the pit. A ledge will cross over the spikes, and the werebulls can easily reach you. Once all the werebulls are gone, you can safely cross the pit. However, once you're across, a second wave of werebulls will charge. Pick the bulls off from as far away as you can, or you'll risk being knocked back into the now-opened pit. Once the werebulls are gone, a large group of klee skeletons appears. Once you've eliminated all the klee skeletons, you can exit this area.

The next area is nice and wide open. The problem with that is you have no cover. Survive the waves of kamikazes, then contend with the harpies. That's the easy part. The third wave will be werebulls. Back your butt up to a corner and pick them off with your rockets. If you find yourself knee-deep in werebull, and it's too close to use the rockets, believe it or not, the knife isn't a bad choice.

If you survived the werebulls, the next opponents will be the red bio-mechs and klee skeletons. Switch off between the cannonballs and rockets for the bio-mechs and a machine gun for the klee skeletons. Once you've mowed down the last of the klee skeletons, the doors will open, and you can exit this level.





Level 11--Alley of the Sphinxes

Number of secrets: 1

Secret #1

From the start, head northwest into the desert to the lone palm tree to find a secret stash of ammo.

If you stay on the path and ignore the secret, there aren't a lot of enemies to encounter, but the ones you do will be tough--werebulls and red bio-mechs. This won't be an easy task, as the only ammo you'll have is shotgun ammo. Luckily, you've got a lot of ground to run to. Protect yourself as much as you can from the bio-mechs and ride the wave of werebulls until they're all defeated. Go through the gate.

The next area is more of the same. You must defeat more waves of enemies to make it to the next area. Conserve your heavier ammo and don't pick up reserves until you really need them. Once the last of the werebulls are gone, the doors will open, and you can restock with ammo and health, plus get a nice shiny new cannon. Once you've restocked and rested, head for the next area.

You've got four items to place on the small platforms, one in each corner. Each time you hit another platform, another wave of enemies will be released. You'll have just about everything to fight on this level as well as a new enemy, the lava golem. Once all the items are placed and all the other enemies defeated, the lava golem shows up and starts to kick some serious ass. Strafe your heart out to avoid the fireballs and hit him with everything you've got. Use the pillars for cover. Then, the fireballs can't hit you directly. In addition to just being extremely tough, the lava golem is capable of creating smaller golems. These "smaller" guys aren't as tough to take down, but it's no cakewalk. After defeating all the enemies, the doors will open, and you can exit this level.

Level 12--Karnak

Number of secrets: 8





In the first room, start backing up right away. If you wait, it will be too late. There are lots of enemies waiting for you.

Secret #1

As soon as you start the level, start backing up. If you reach the doors behind you before they close, you'll score some ammo and a serious health. However, when the tower crumbles, four lava golems will appear. So basically, this secret isn't worth it. You'll be expending more ammo on the golems than you picked up.

In the second room, clear the room of an arachnid, gnarrs, rocketeers, hoppers, and werebulls to unlock the doors.

Secret #2

After the room is cleared, look back to the door you entered. Go to the pillar in the back row on the left and push in the button. Now, cross the room and push the button on the pillar on the right. This will lower a platform near the entrance door. Get on the platform and ride it up to pick up the ammo around the ledge. Drop back down and exit the room. The platform will be down for only a few seconds, so get to it right away.

Going to either the left or right will take you to the next set of doors. Inside, blast through the rocketeers, klee skeletons, and arachnid to get to the door in the east.

Put your running shoes on to avoid the onslaught of gnarrs, klee skeletons, and, finally, a lava golem. Once all the enemies have been eradicated, hit the switches in the small buildings on either side of the path. This will trigger two statues to move and let you access the door between the two switch rooms at the top of the stairs.

Take out the gnarrs, rocketeers, and arachnid to get to the switch in the back of the room. Activating the switch will fill the spike pit you saw earlier with sand, letting you walk over to the door and enter.

When you leave the switch room, you must get past some pretty nasty enemies to reach the sand pit door. A lava golem should be your first priority. Then, take out the werebulls and other assorted enemies lurking around the stairs as you head to the door.





The coast isn't clear when you get back to the sand pit room. But the worst enemy you must face here is a red bio-mech. Cross the sand and enter the now-opened door.



Battle enemies around the circle as you press in the buttons to open side doors that reveal ammo and armor. Once all the buttons have been depressed, the door in the back will open, letting you enter.

Don't be fooled by the sleeping arachnoid in the center of the room. Rocket it to real death and prepare yourself for a wave of enemies to attack. Pick up the gold ankh from the middle of the floor and head to the opposite door.

When you enter the next area, the lights will go out as soon as you pick up the super health. Alternate to the left and right, looking for the spawn burst to blast





away bad guys that drop into the dark to attack. Once all the enemies have been eliminated, the lights will come back on, and you can exit the hall.

Either direction will lead you to the doors and the next open space. You can probably pick off most of the enemies, including a werebull from the doorway. When you venture out, head to the doors on the left.

Use your cannonballs on the lava golems that will appear between you and the pool. Use the water for cover as you pound on the golems. Pick up replacement cannonballs from the bottom of the pool.

Secret #3

After picking up the cannonballs from the bottom of the pool, a secret area will open under where the cannonballs were. Swim down to pick up some ammo.

Secret #4

From the cannonball area, head right while still in the water. In the right side of the pool, the back wall is darkened. Swim into the wall to have it slide open and reveal a secret area with papyrus inside and a heavy armor suit.

Secret #5

After leaving the secret ammo room, swim around the wall to the pipe underwater. This will lead you into the temple. Once you're inside the temple, flip the switches on the wall on either side of the door to open a secret door in the center of the pool you left in the previous area. Swim back through the tunnel and climb to the center of the pool to reach this secret area. There is a switch on the back wall that will flip the room, letting you get the serious health. Return to the tunnel and swim back to the surface, then swim through the next tunnel and back into the temple.

A gold arman statue is in the next room, and you know what's going to happen as soon as you pick it up. That's right, more enemies appear. Go into the next room and use the transporter to return to the pool area. The water can provide you some protection as you make your way back through the doors to the central area.

There are a whole lot of nasties to battle when you go through the door. In addition to a lava golem and a red arachnoid, you've got kamikazes, gnarrs,





and kleeer skeletons to defeat. Clear the area and go through the doors to the left.

Travel either direction to reach the dual pool room.

Secret #6

Dive into the pool on the left. On the far left wall in the water is a darkened area. Touch the wall to access a hall leading to a secret area with armor shards inside. This area can spawn a couple of gnarrs, so don't be caught unaware. Return to the dual pool room.

Collect all the ammo and head to the open sphinx area. Beginning with hoppers, you must defeat wave after wave of enemies in this room. Before the werebulls appear, back yourself up to the exit door and dodge a werebull so it will ram the door, giving you access to the final area of this level.

Another onslaught ensues; you'll face wave after wave of enemies to clear this final area and reach the exit. Grab whatever ammo you can between bouts and use what little cover there is to protect yourself from the seemingly endless attacks.

Secret #7

There's ammo behind the left wall in the darkened area. Crouch and walk through the wall to get the ammo.

Secret #8

When you get the message: "Secret Health has been enabled," search the right wall for a wall similar to the left one to find a serious health.

When the battle is finally over, go through the doors, and Sam will place the arman statue on the platform, ending this level.

Level 13--Luxor

Number of secrets: 8

Luxor starts out in a nice wide-open area--that can't be good. And it's not. About the time you reach the halfway point across the opening, the door on





the other end opens and releases a nice variety of enemies, including the ever-nasty werebulls. Pick off as many as you can with rockets and save your machine guns for those up-close-and-personal encounters. Go through the door to the next area.

Before heading across the next courtyard, head right from the entrance and go through the door. Watch out for kleeer skeletons as you open the door. Now, you'll be on the ledge above the first courtyard. Go through the door on the left.

Secret #1

Blast the pillars to find a health power-up and release the hidden cannon.

Use the starting point in this area to provide some cover as you clear the area of werebulls, arachnoids, and bio-mechs and go through the next door.



Watch out for kleeer skeletons, bio-mechs, and arachnoids as you head to the stairs. As soon as you pick up the feather of truth from the small platform at





the top of the stairs, witch-harpies will attack. Back your butt up to a corner and blow them from the sky.

Secret #2

Backtrack to the entrance. Follow the left wall to the far corner and get on the jump pad that propels you up to a serious health heart.

Return to the stairs that will lead you to the door and the next area.

Secret #3

Before going through the door, turn away from it and jump onto the ledge across the gap. Blast the center square, and you will drop into a darkened room with ammo, health, and gnarrrs inside. Return to the door and exit.

In the next room, red bio-mechs will be lobbing missiles at you from on top of a building on the right. Return the favor with rockets of your own. As soon as you drop down from your perch, several kleeer skeletons and a werebull will attack. Drop them and head to the door on the right side of the entrance to reach the next area.

Secret #4

Pick up the medium health from the building opposite the entrance. Destroy the werebulls in the main area, then return to the health room, and you will see that the ceiling has lowered, exposing ammo.

Head through the door opposite the secret and exit to the next room. Wipe out the attacking enemies as you hit the switches on either side of the door across from the entrance. Once both switches have been depressed, the center door will open, giving you access to the stairs. Go up, blasting enemies as you go and cross the bridge. Pick up the heart from the small platform and arm your machine gun for a witch-harpy attack. Once the area is cleared of enemies, proceed to the center section across the bridge and head to the exit.

Secret #5

Before going through the exit, pass by the door and go to the corner. A jump pad is in the small alcove. Use it to reach a secret alcove with ammo and health.



**Secret #6**

Step into the next jump pad from Secret #5, and you'll be propelled across to another roof. Watch out for enemy fire, then walk along the ledge to the stash of bullets. Blow the wall behind it to reach another secret area with ammo. Go back to the jump pad on the bullets ledge, and it will propel you to the exit.

Now that you have both the feather and heart, the center doors in this area will open. As you make your way to the doors, watch out for kloor skeletons and kamikazes to attack. Once inside the new area, pick off a couple more kloor skeletons, but use the inner chamber as cover from an attack by a reptiloid.

Witch-harpies will attack when you reach the next room. After destroying them, go up the ramp on the left. Follow the halls around, blasting through the kloor skeletons and a werebull and pick up the gold ankh. Go back to the room you started in and go through the double doors at the top of the ramp.

Secret #7

It may not look like it, but that spike pit is going to be a safe refuge from an attacking swarm of limbless gnarrs. When you fall into the pit, you'll access a secret area with a heavy armor suit inside.

From Secret #7, go left and collect the ammo from the ledges on either side down the hall. Return to the secret and go right to lower the door and return to the double doors and the pit area. This time, go through the doors on the opposite side of the pit.

Go to the back area of this new room and grab the papyrus. There will be attacks from red bio-mechs, so be on the alert. Go down the hall behind the papyrus and collect the ammo before going through the doors.

In this final area, there are four ankhs hidden around the pillars. You must find the ankhs one at a time and place them on the center area to unlock the door. Bear in mind that with each ankh you pick up, more enemies will spawn. Use the pillars in this area as cover as you place the ankhs.



**Secret #8**

There is an entrance to a secret level in this room. Just before the exit, go left as you enter the exit door, and you'll see a small door in the dark. Go through the door to enter the Sacred Yards level.



Level 14--Sacred Yards

Number of secrets: 10

Secret #1

From the entrance, grab the health pill on the right, and you'll see the message: "Silent- Walk-Pill or Not-So-Silent Pill" has been activated. You may be attacked in this area now. Go to the doors across the courtyard.





If you shoot the pillar in the center of the pool, you'll find some health, but you'll also spawn reptiloids. It's better to leave this health alone.

Go through the doors and defend yourself against a swarm of hoppers. In the next area, you'll run into a pint-sized reptiloid, then several of his larger kin. Destroy anything that moves and be prepared for a couple of invisible gnarrrs. Go into the water and blast the fish before entering the underwater tunnel.



When you emerge from the water, go through the doors and push the buttons on the statues. This will spawn a lot of enemies, so be ready. After all the buttons are pushed, the large double doors will open. Go through the sphinx room and the double doors on the other side.

Before pushing the wall switches, grab the secrets.



**Secret #2**

Use the wall switch to jump up and access the armor where the arachnoid was sitting.

Secret #3

Cross over to the other side of the room and jump up on the left side to get the serious health.

Secret #4

After getting the health, shoot the square platform across the water, and another platform will appear, letting you get the sphinx.

Secret #5

Using the rotating platform, jump into the window to get this secret.

Using the floor switch, rotate the center platform to access the three sides of the room and push in all the wall switches to raise the water level. With each switch, expect attacks from arachnoids on all sides. Once all switches have been pushed in, swim to the square platform in the northwest corner from the entrance. Now, you can get the golden statue on the ledge above. After getting the golden statue, reptiloids will attack from the entrance ledge. Use the water as cover and blast them from your path.

Secret #6

If you decide to go for the ammo pack on the left side of the room, be prepared for the wall to crash and a red bio-mech to greet you. But that's not the worst of it. Outside in the sand, you must combat a swarm of arachnoids, then an entire herd of werebulls, to clear this area.

Secret #7

Walk around the pyramid to score the serious health.

Secret #8

Push the button inside the small alcove on the side of the pyramid, and it will convert to crates. There are no goodies in here, it's just a joke.

Return to the previous room and go through other set of double doors.



**Secret #9**

As soon as you enter the room, fire a rocket at the rising platform to trigger this secret. You can get the key you need without flipping switches all around the room.

Secret #10

Push the button under the drawbridge to create a small ledge. Now, you can jump up to get the armor and health in the alcoves.

If you couldn't fire on the platform to get the key at the start, run around the corners and push in the buttons. Each time you near a corner, the room will flip, so be prepared to be a little disoriented. In addition, more enemies will spawn with each button you push--but then, you knew that, didn't you? Grab the golden idol from the platform. Now that you have both golden keys, return to the sphinx room, and Sam will do the rest.

Level 15--The Great Pyramid

Number of secrets: 0

A nice, large open area can only mean one thing--hordes of enemies. First you must wade through scores of klee skeletons. Once they're gone, wave after wave of werebulls will attack.

The battle is far from over. Now the bio-mechs of the red and blue variety will join the party, crashing through the walls on either side. Use your cannonballs to crash through these walls. Another strategy that can work is to run through the middle, drawing the fire of the bio-mechs. With two rows of bio-mechs being across from each other, you can take out several enemies with their own fire!

Once the bio-mechs are destroyed, another wave of klee skeletons will spawn. Once you've survived all that, the best is yet to come. Go through the now unlocked door and start to run. The badass of all badasses has been released. Ugh-Zan now makes his appearance.

Run with all you've got to the pyramid. You'll be met with a lot of opposition along the way. Bio-mechs, herds of werebulls, and klee skeletons will be hot





on your trail, trying to prevent you from reaching the pyramid. Once you get there, go through the doors, and Sam will take over by activating the lift to the top of the pyramid.



The final fight with Ugh-Zan is a tough one. Creton didn't want you to be disappointed. He'll hit you with everything he's got, so stay on the move. There are four jump pads, two in each corner. When you travel up the jump pad, you'll be propelled through the air. Aim to land inside the lighted circle. When you activate all four circles, the spaceship will emit a high-energy beam directly in the center of the room. Your goal is to activate these panels, while getting Ugh-Zan's health into the red zone. That way, when the energy beam is activated, Ugh-Zan will be standing in the center of the room and be hit by the beam. Of course, this also, means you must lure Ugh-Zan into the center of the room directly under the point where the beam will emit. I know how difficult this sounds, and believe me, it's not easy, but it is doable. Luckily,





packs loaded with ammo will respawn, as will power-ups, so you should last long enough to pull this off.

Once Ugh-Zan meets with a toasty death, Sam once again takes over, hopping a ride on the spaceship and setting this game up nicely for a sequel.

That's it for the walk-through. If this wasn't enough for you, play the game again on the harder settings. The more difficult settings will spawn even more enemies than you experienced in the normal setting, plus many more of the creatures will be invisible, just to make things interesting.





Appendix--Multiplayer Tactics

Once you've got some single-player action under your belt, it's time to try some online play. Serious Sam includes both head-to-head (deathmatch) and cooperative (co-op) multiplayer games, and both types have their own set of challenges.

Joining either game type is straightforward--select multiplayer from the game menu and choose a LAN or Internet game. You'll see the game type in the list of available games that appears, along with information about the number of players currently in the game, the map that's being played, and your connection speed (if you're choosing an Internet game). Once you've found a game you want, select it to enter.

Co-op

Very few games give you the chance to take on the bad guys in a group, but Croteam wisely included this option in Serious Sam. To keep things interesting, the number of enemies you'll face grows as more players enter the game. This ensures that the action stays fast and furious--and also keeps things balanced.

When you play in co-op mode, you can choose to let all weapons and power-ups remain, so all players can pick them up. This is usually the best way to play. Nothing is more frustrating than having to wait around for an item to appear that someone else already grabbed.

Following are a few tips for co-op play that will make you a better player for the team:

- **Work as a team**--Playing together means you must work as a team. For instance, most ambushes in Serious Sam are triggered by an item being picked up or by entering a new area. Let one of your party scout, then back him up as he lures enemies back to you.





- **Lone wolves die fast**--Don't get separated from the group, or you'll regret it.
- **Dying doesn't hurt much**--When you get killed, you'll respawn near your team, or at the worst, behind the front lines. For this reason, you don't have to worry about finesse--just wade in!
- **Don't exit too fast**--The first person to leave a level triggers everyone else to leave. While this can work to your advantage if you're hopelessly outnumbered, it sucks when you needed that item or weapon, and you're suddenly on to the next level because someone got in a hurry.
- **Be careful**--If you're playing with friendly fire enabled, watch what you're doing. In all the chaos, it's too easy to splatter your teammates all over the scenery.

Deathmatch

Deathmatch play is just what it sounds like--a battle to the death between two or more opponents. Your object is simple--kill them more than they kill you. In this version of the game, there are no monsters, but Serious Sam will easily support 16 players in one game.

You might be lulled by the single-player game into thinking that you're a decent player, but deathmatch is usually the truest test of your skills. Playing against another human is much different than playing an AI that just throws bodies at you. Here are some tips to help you out:

- **Keep moving**--A still target is a dead one; don't stand around, or you'll catch some incoming fire.
- **Overkill is good**--Don't mess around; use the most powerful weapon you have to ensure that your target doesn't shoot back.
- **Know your weapons**--In many cases, rate of fire is more important than power, especially if your aim is good. In other cases, blowing things up is the way to go. You must be familiar with what your arsenal can do in either case to make the right choices.
- **Know the level**--Knowing your surroundings is half the battle, so spend some time alone in the map to learn your way around and choose fast routes to health, armor, weapons, and ammo.





- **Surprise!**--Doing the unexpected will save your bacon more times than not. Don't be predictable, and you're more likely to get the drop on someone rather than be dropped on.

